

SEGA™

EIDOS  
INTERACTIVE

MARVEL  
COMICS

THE INCREDIBLE

THUNDERBOLT

THE  
PANTHEON  
SAGA



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.



SEGA SATURN™

T-7905H



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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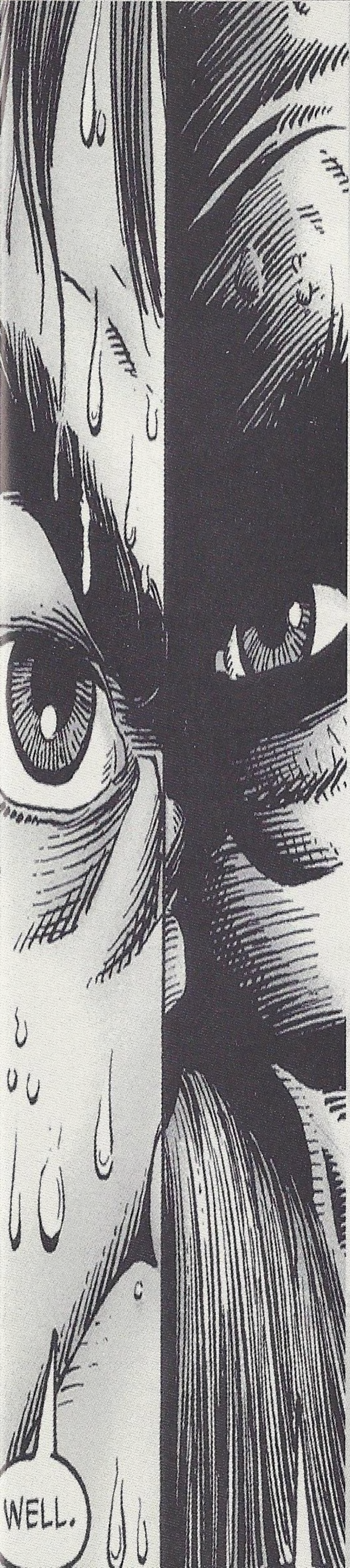
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- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.



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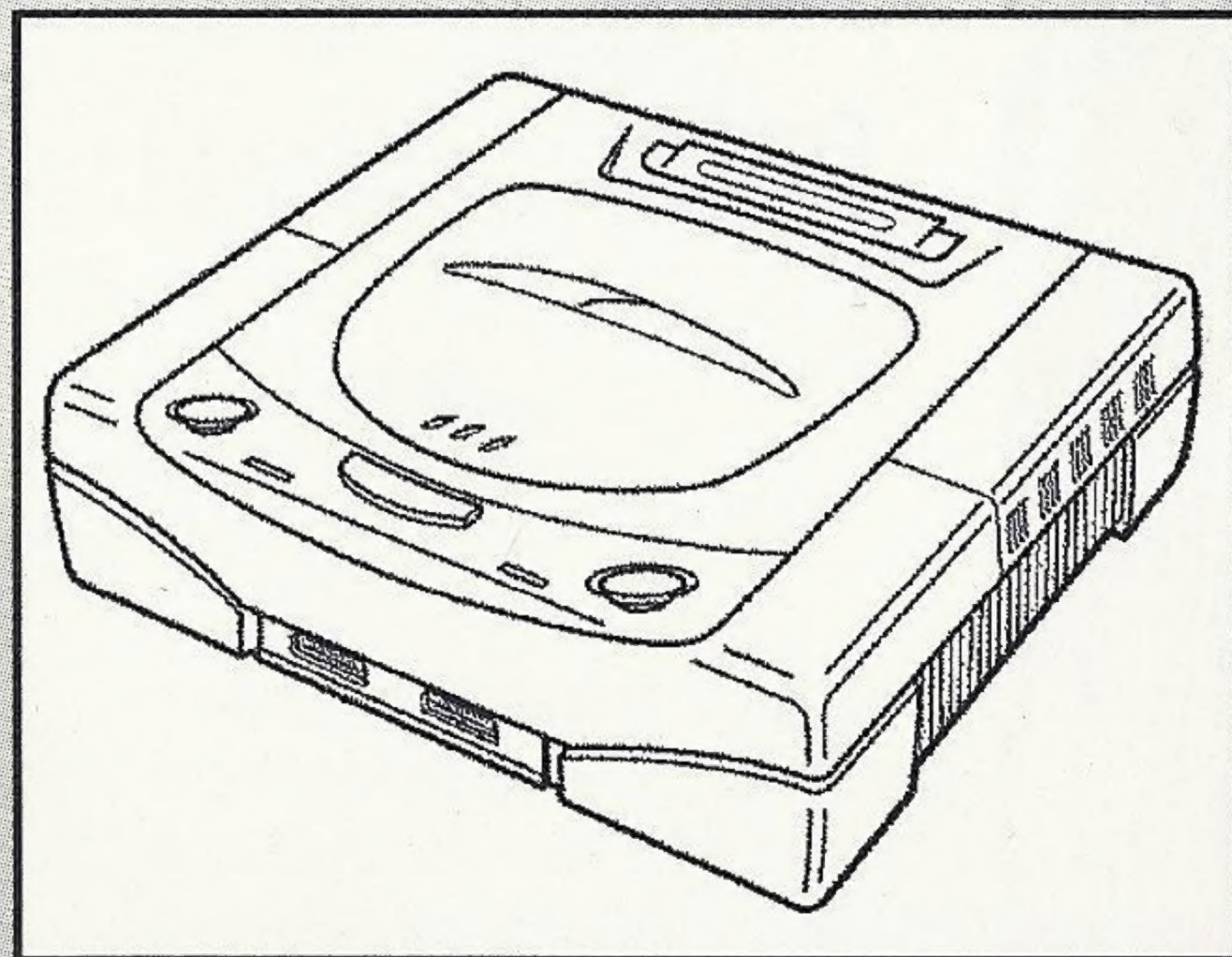


# START UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.
2. Place the *INCREDIBLE HULK: THE PANTHEON SAGA* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on-screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
- 4 If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

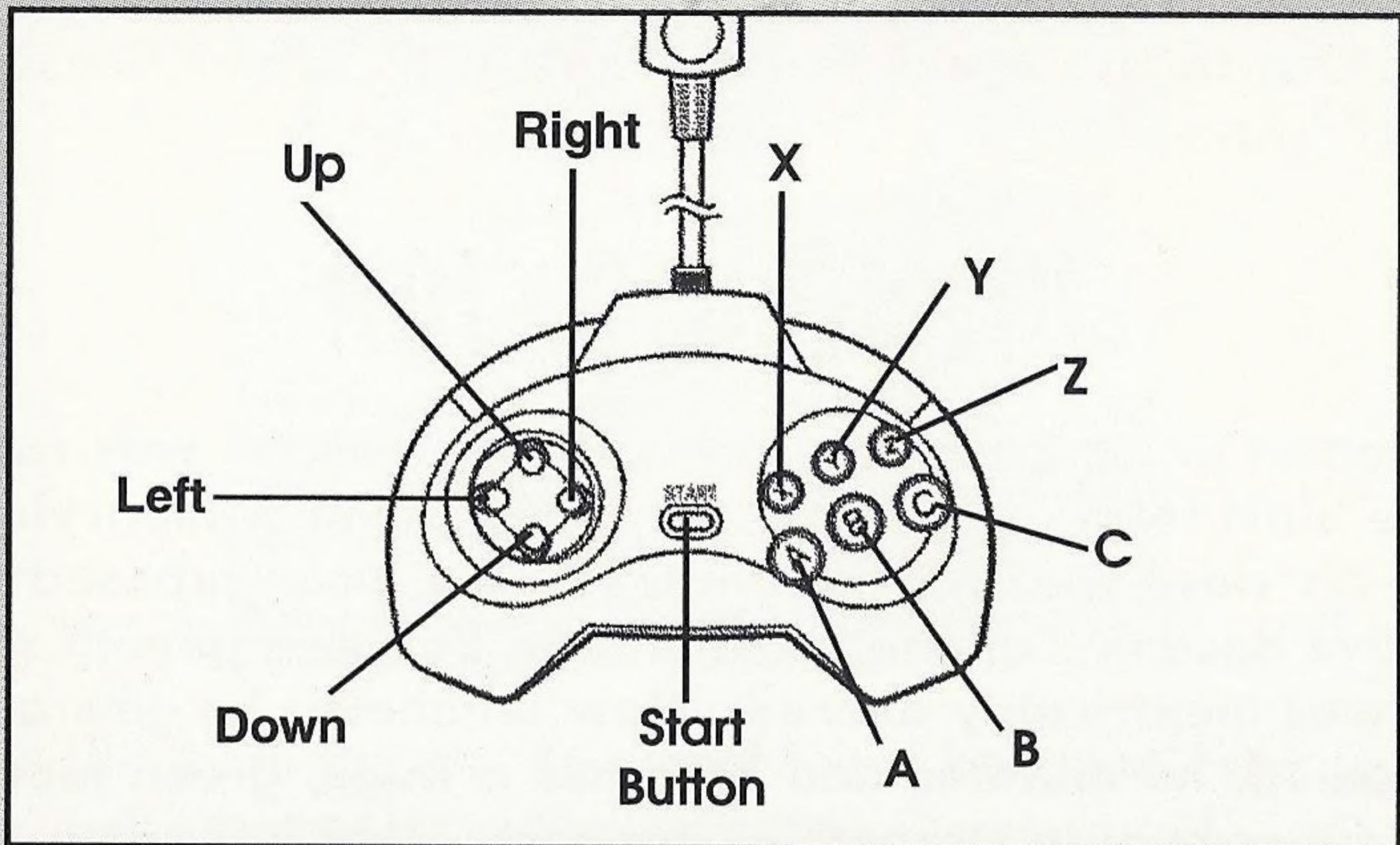


**Important:** Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.





# CONTROLLING THE HULK



**HULK has the ability to reach out and crush someone. You can change the controls. The default controls are as follows:**

<b>Walk</b>	Left/Right/Up/Down on the D-Pad
<b>Run</b>	Hold Left Shift + (Left/Right/Up/Down) on D-Pad
<b>Jump</b>	C
<b>Punch</b>	A
<b>Defense/Block</b>	Y
<b>Kick</b>	B
<b>Duck</b>	Z
<b>Uppercut</b>	X
<b>Grab &amp; hold Object or Enemy</b>	Press towards object + Z
<b>Place Object on Floor (while holding)</b>	Z
<b>Throw Object or Enemy (while holding)</b>	A
<b>Shoulder Charge</b>	Run + B

## **SPECIAL MOVES**

<b>Sonic Clap</b>	Right Shift + B
<b>Floor Smash</b>	Right Shift + C
<b>Vortex Spin</b>	Right Shift + A
<b>Use Emergency Team</b>	Right Shift + Y
<b>In-Game Options</b>	START



# QUITTING A GAME

To return to the main menu, hold A, B, C and press the **START** button.

## INTRODUCTION

Dr. Robert Bruce Banner, a top nuclear physicist, was caught in the blast from an exploding Gamma Bomb while trying to save his close friend Rick Jones. Having been exposed to a massive dose of Gamma radiation, Dr. Banner's genetic structure was inextricably altered. Now whenever he gets angry or excited, he mutates and becomes a huge, green monster with super-human strength — a monster that has come to be known as "The Incredible HULK."

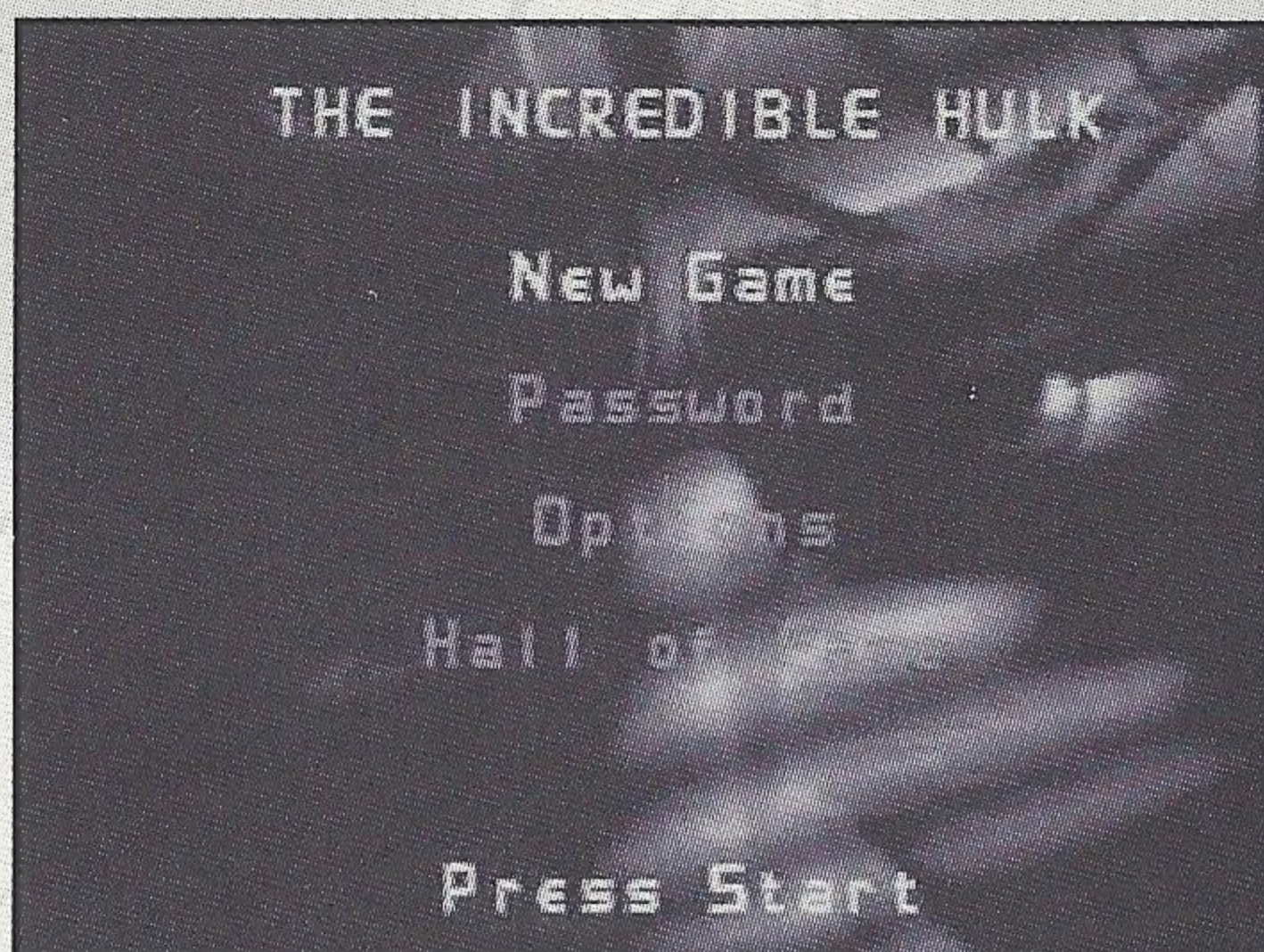
## THE STORY SO FAR



The HULK has been taken prisoner by members of The Pantheon — A team of Super Heroes sent on special tactical missions. Their leader, Agamemnon, has determined that the HULK must be shown that his powers can be used for the benefit of mankind.



# SET UP

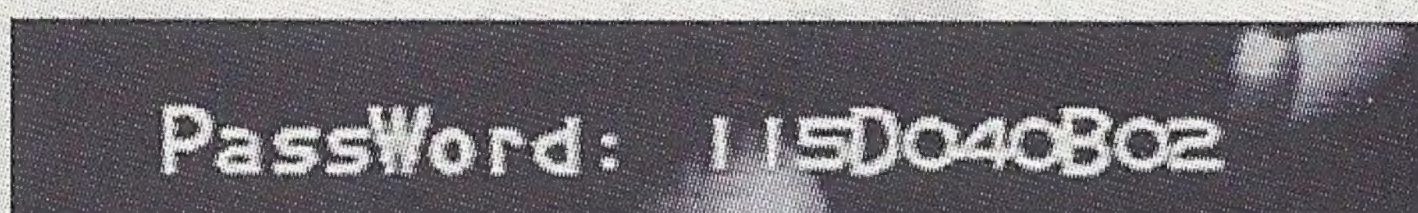


This is the main menu. You may select between New Game, Password, Options, and Hall of Fame.

## New Game

Selecting this feature will start a new game from the beginning of the story.

## Password



There are 3 levels in each stage, except for Future Imperfect.

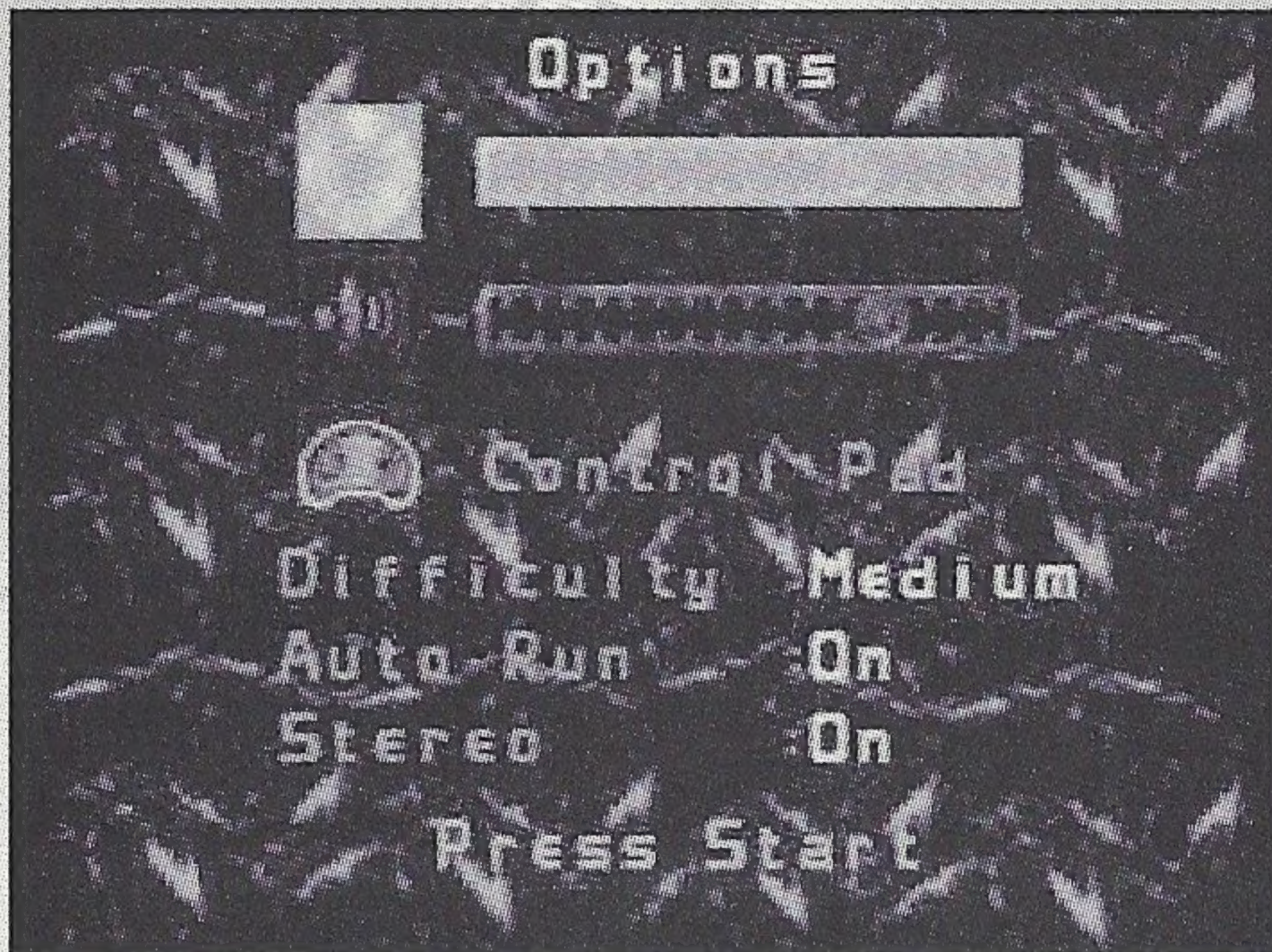
You will receive a password after completing each stage. Selecting this feature will allow you to enter a password to return to the beginning of the stage last completed the next time you play the game.

Move the D-Pad left or right to select the placement and Up or Down to cycle through the codes. Press START to accept the code.

**Note:** The backup cartridge is not supported.



# Options



In the options menu, you can change the default settings for the game.

Press UP or DOWN to move through the menu options.

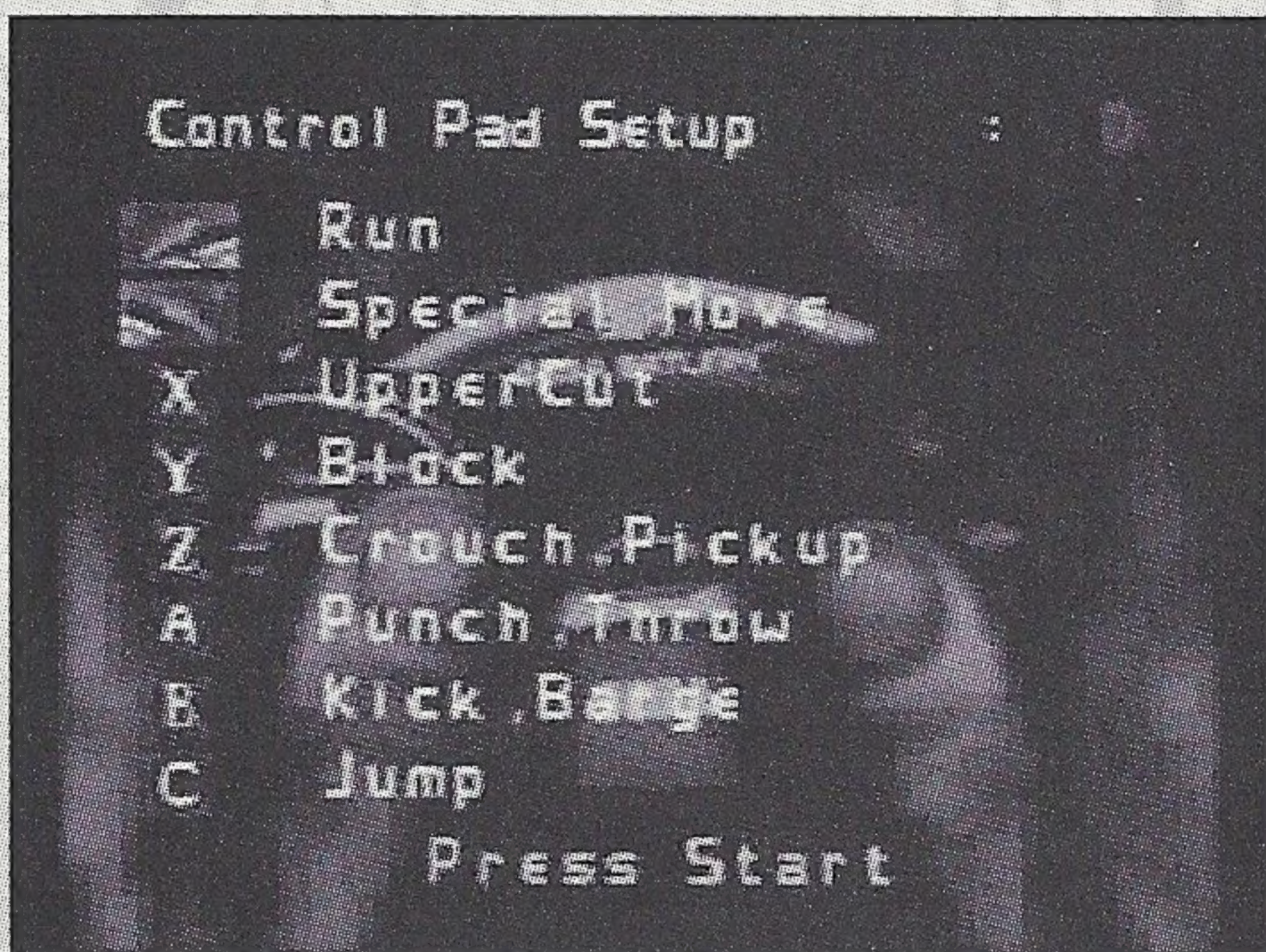
Press LEFT or RIGHT to change the volume for SFX and Music.

You may also change the controller settings choosing "Control Pad" and pressing LEFT or RIGHT on the D-pad. Press UP or DOWN to choose a preset.

Select the difficulty for the game by choosing Easy, Medium or Hard.

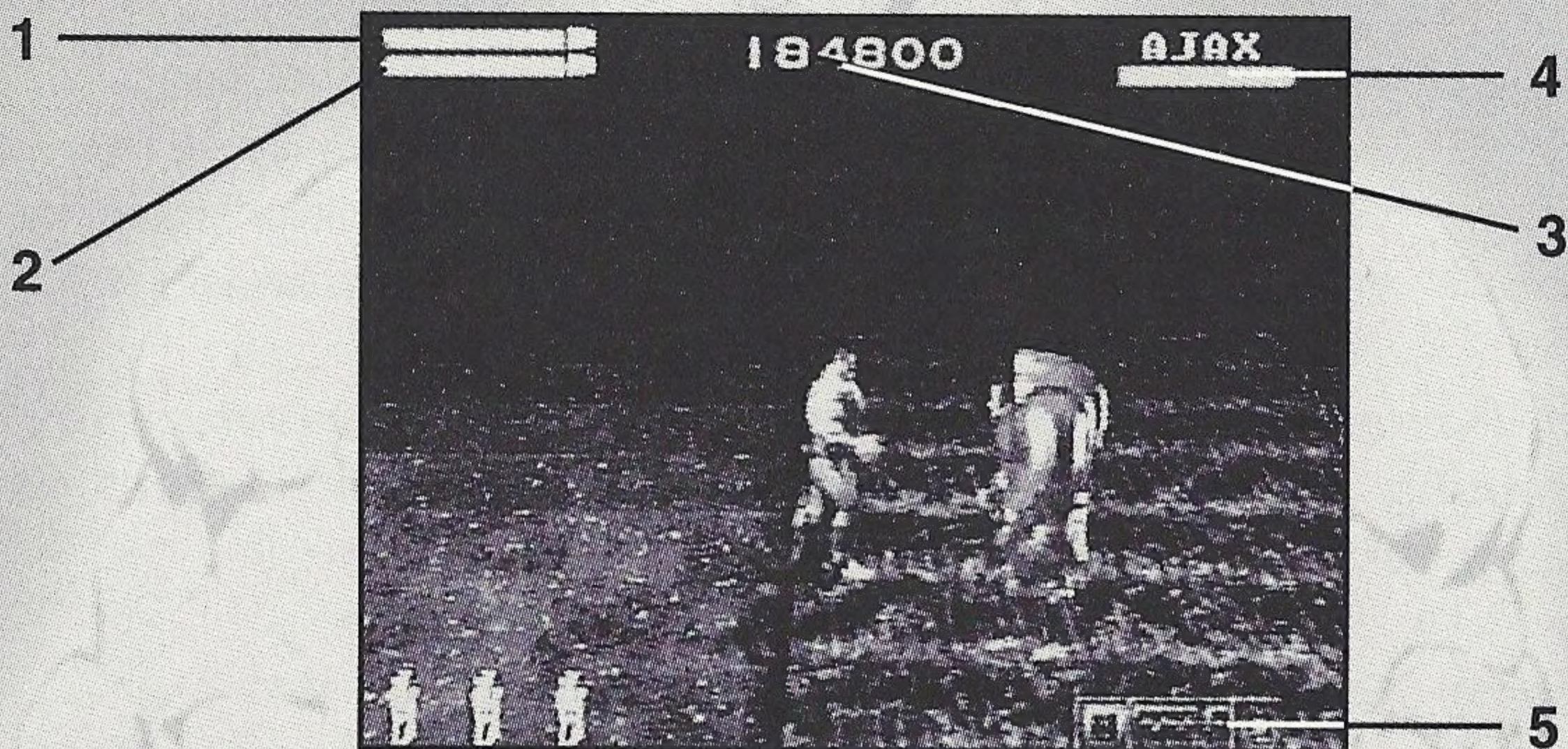
The Auto Run feature enables the HULK to begin running automatically when the D-Pad is held in the same direction for 2 seconds. The default is ON but you can run immediately with LEFT SHIFT held at anytime.

Press START to return to the Main Menu.





# WHAT DO THOSE THINGS ON THE SCREEN MEAN?



## 1. Life Meter

As the HULK battles an enemy, he will sustain damage. Keep an eye out for Life Boost power-ups located throughout the game to remain lean, mean and green.

## 2. Gamma Meter

This indicates how much extra power the HULK has stored for Special Moves. As long as the HULK has stored energy, you can perform any Special Move. Save energy to battle larger enemies.

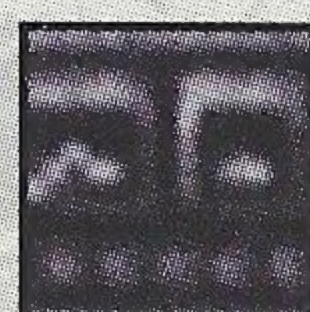
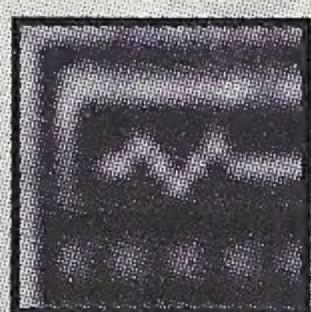
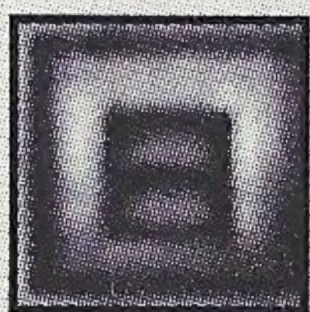
## 3. Score

Tallies your progress.

## 4. Enemy Life Meter

Remaining energy for the area Boss.

## 5. Pieces of the Time Machine:



These are collected throughout the game and during the Future Imperfect stage.



# PICK UPS



## Life Boost

Restores partial life force. If you have full health, you will not be able to pick up another item.



## Gamma Boost

Surges the HULK's stored Gamma energy level. As with the Life Boost, you cannot pick up additional boosters until you have less than maximum power.

**Hint:** Power up early on, battle the enemies, then return to the beginning and collect the boosters which are left before exiting a level.



## Super Gamma

This will maxout the HULK's Gamma level, allowing you to perform unlimited Special Moves for a short while. When collected, your Gamma meter will flash.



## Double Damage

Twice the damage inflicted upon enemies.



## Emergency Team

The most powerful feature in the game. If you are lucky, you may find these hidden in the game. The Pantheon Emergency Team will assist you in a time of need. **Hint:** Acting as smart bombs, they may be used to help you reach areas not previously accessible.

There are four different members of The Pantheon that the HULK may call upon in various circumstances.





# EMERGENCY TEAM



## Ajax

He comes falling from the sky and charges in the direction that the HULK is facing when called. Ajax will barge his way through enemies, and even through locked doors.



## Atalanta

She will fly around providing effective air support by shooting her flaming arrows at all enemies near the HULK.



## Ulysses

He will appear on-screen and rapidly run in circles around the HULK providing protection and destructive assistance.



## Hector

Temporarily stuns all enemies on-screen with his mace.

## STAGE 1: THE MOUNT



As Paris and Ulysses play chicken with the doors to The Mount, they crash and set the HULK free. Now, the automatic defenses have activated and it is your job to defeat them and find Agamemnon.





**The Mount consists of three specific areas:**

- The Landing Bay
- Pantheon Battle Ground
- Ecosystem

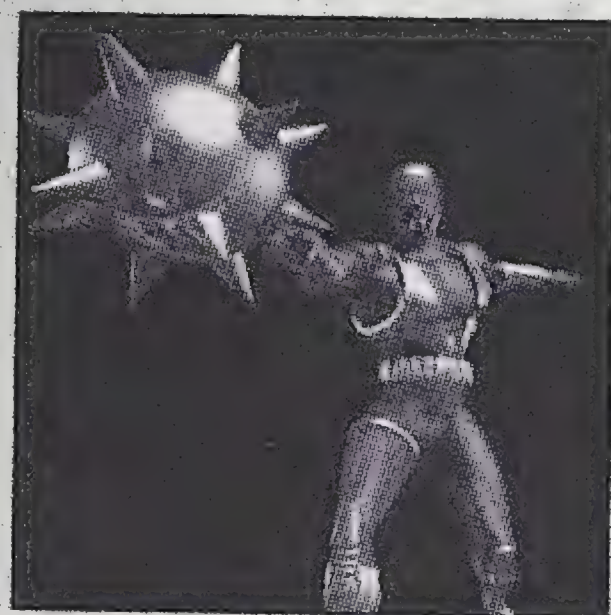
Lets give a quick walk through for the Landing Bay. The objective here is to locate the 6 elevator switches and exit the stage.



From the start — run right, smash the glass and press the wall switch. This will turn off the force field blocking your path. All force fields have switches! Next, go to the back wall. Here, between the glass walls is the 1st elevator switch. Pound the switch and the first arrow indicator will light up and raise the lift one notch.

Now, go up the stairs and to the left, here is the 2nd switch — hit it. Go down through the laser field and through the door. Head up and to the left for another force field switch. Jump over the railing and head down and left. There is the 3rd elevator switch. Travel up to find a door switch. Continue up to another door switch. Punch it and head left into the wall. Here is the 4th elevator switch and a door switch. Leave the room and continue up. Smash the glass and the robots for the 5th elevator switch. Head down and back into the room with the 4th elevator switch. Hit the door switch and return through the laser field. There should be a new area opened next to the 2nd elevator switch. Head inside to find the final elevator switch on the back wall. Leave the room and head right, fall off the ledge and ride the small elevator up to the exit. You've just completed Stage 1!

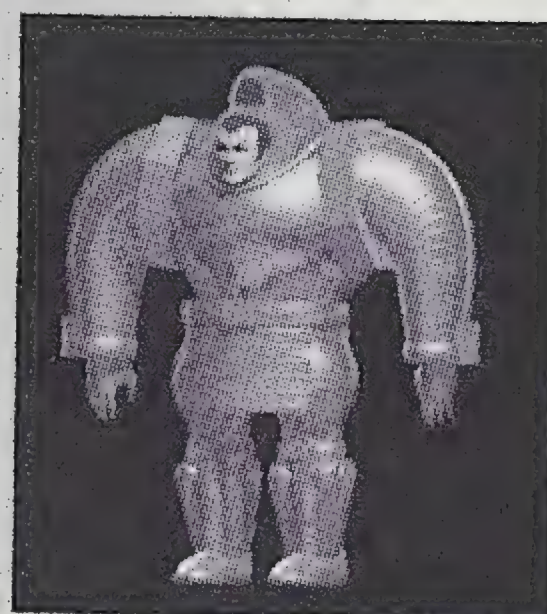
**The Mount is defended by:**



**Hector**



**Atalanta**



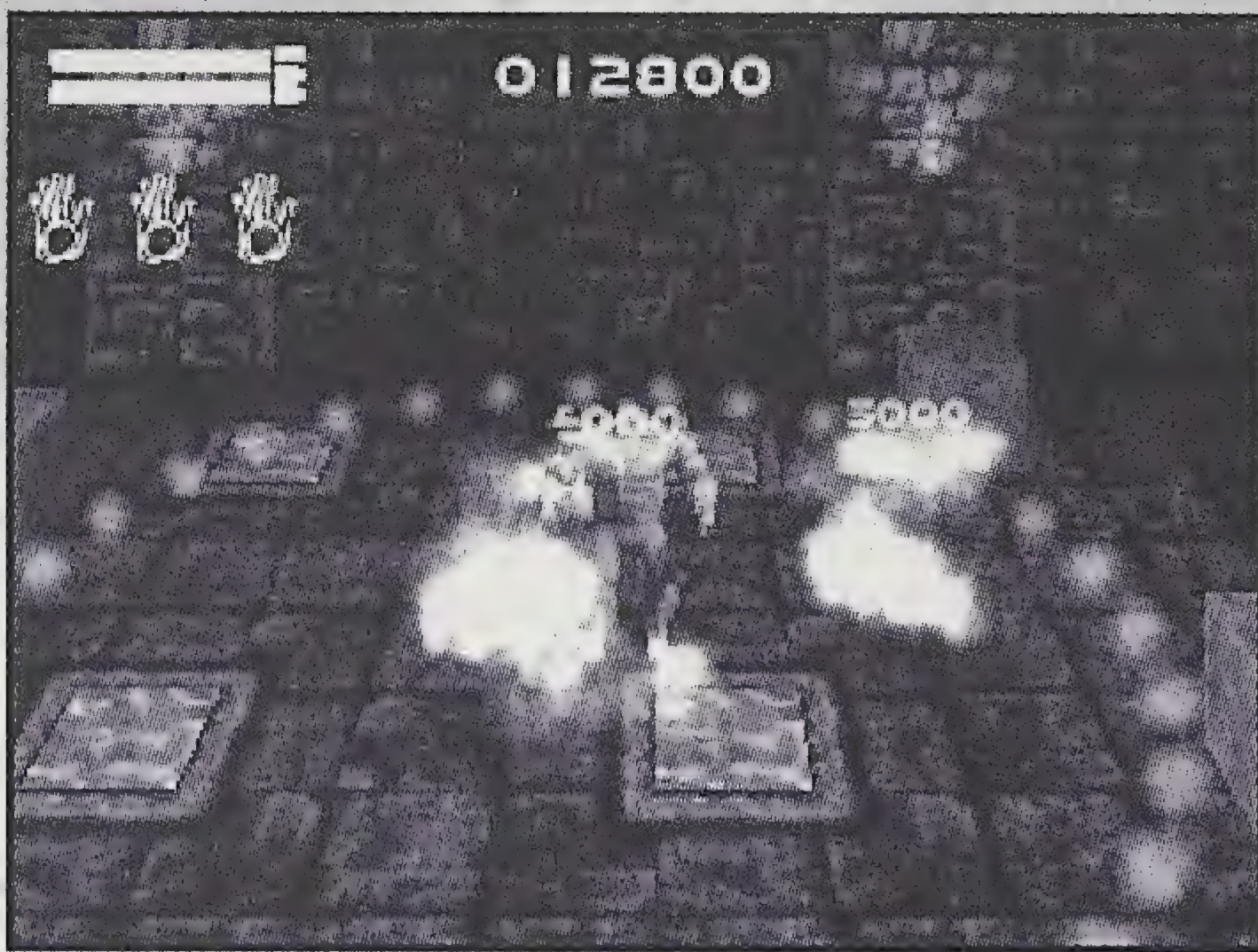
**Ajax**



**Eco Droids**



# STAGE 2: THE SCOTTISH CASTLE



Piecemeal has taken hostages and must be stopped. Your job is to free these hostages and defeat Piecemeal.

- Main Entrance
- Underground Dungeon
- Piecemeal Main Hall

These levels are defended by:



Piecemeal



Mystic Monks

# STAGE 3: TRAUMA AND LAZARUS





This dirty duo has managed to kidnap Atalanta and transport her to their secret frozen waste hideaway in the Antarctic. Lazarus has erected an Ozone Eliminator cannon in an ice cave. Your mission is to destroy the cannon and rescue Atalanta.

- Ice Flow
- Freon Cave
- Ozone Cannon

The ice worlds are protected by Trauma, Lazarus and their minions.



Trauma

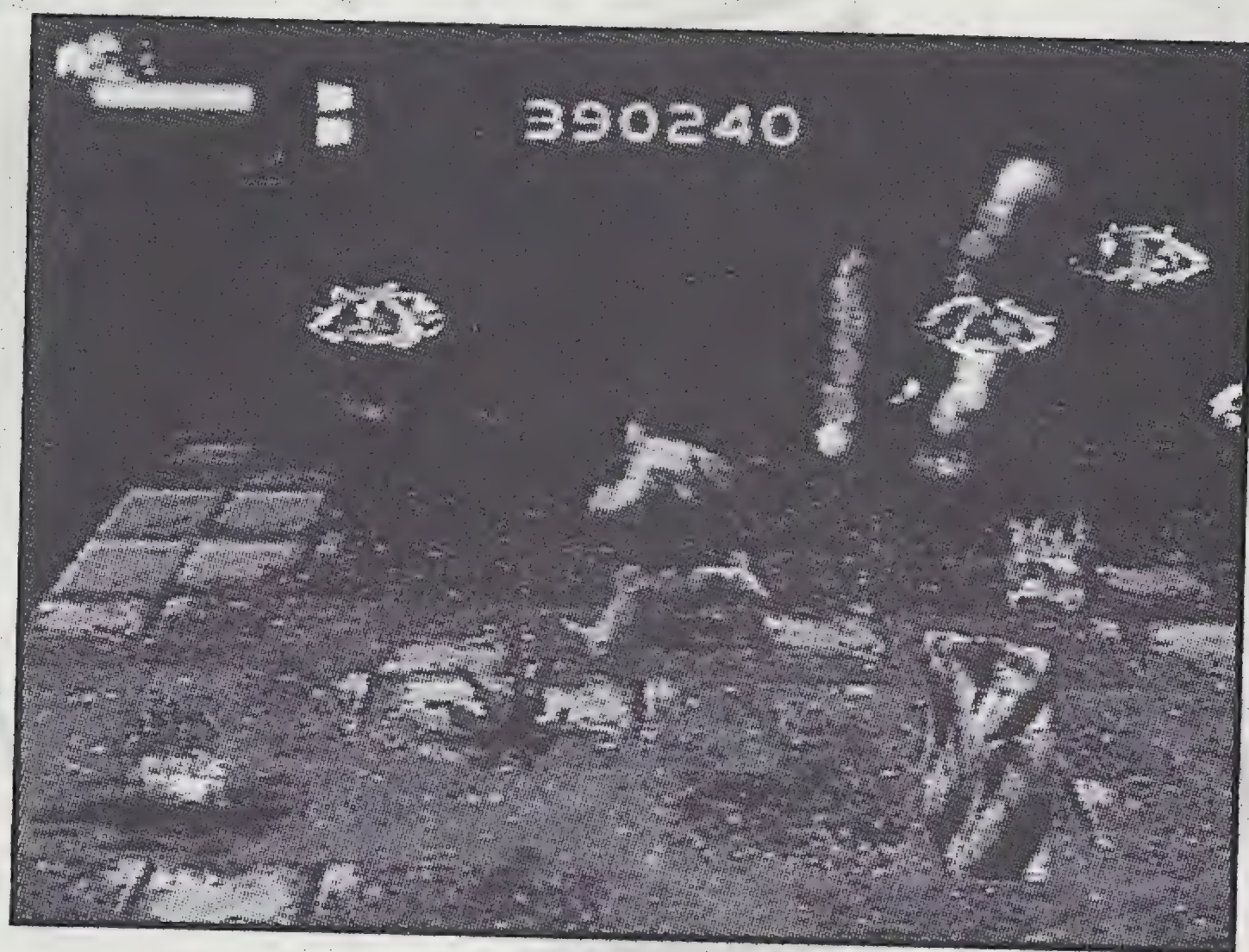


Trauma's Troops



Lazarus

## STAGE 4: THE U-FOES!



A team of enemies known as the U-FOES have broken into The Mount looking for Agamemnon. They have left utter destruction in their wake. Your mission is to track them down and defeat them once and for all.

- Destroyed Landing Bay
- Destroyed Ecosystem
- Agamemnon's Inner Sanctum



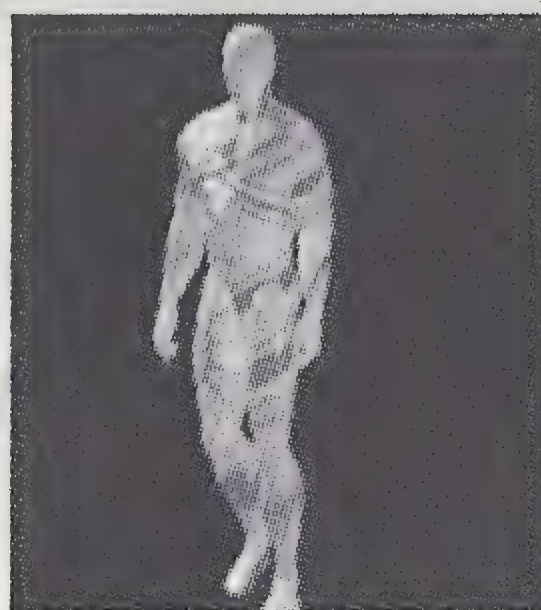
The invaders you will face are:



Ironclad



X-Ray



Vector



Vapor

## FUTURE IMPERFECT: THE MAESTRO



After defeating The U-FOES, the HULK is suddenly transported to the future — an alternate reality.

The HULK has been brought here by an aged Rick Jones to help fight an evil, brutal ruler known as The Maestro.

As it turns out, The Maestro actually IS the HULK. This is the most difficult enemy since he knows your every move and has the HULK's strength and abilities.

Your objective is to activate the Time Machine and eliminate the scourge of The Maestro forever. In order for the Time Machine to be activated, you must collect all four of the inter-dimensional transit components.

Now, how to defeat Maestro?

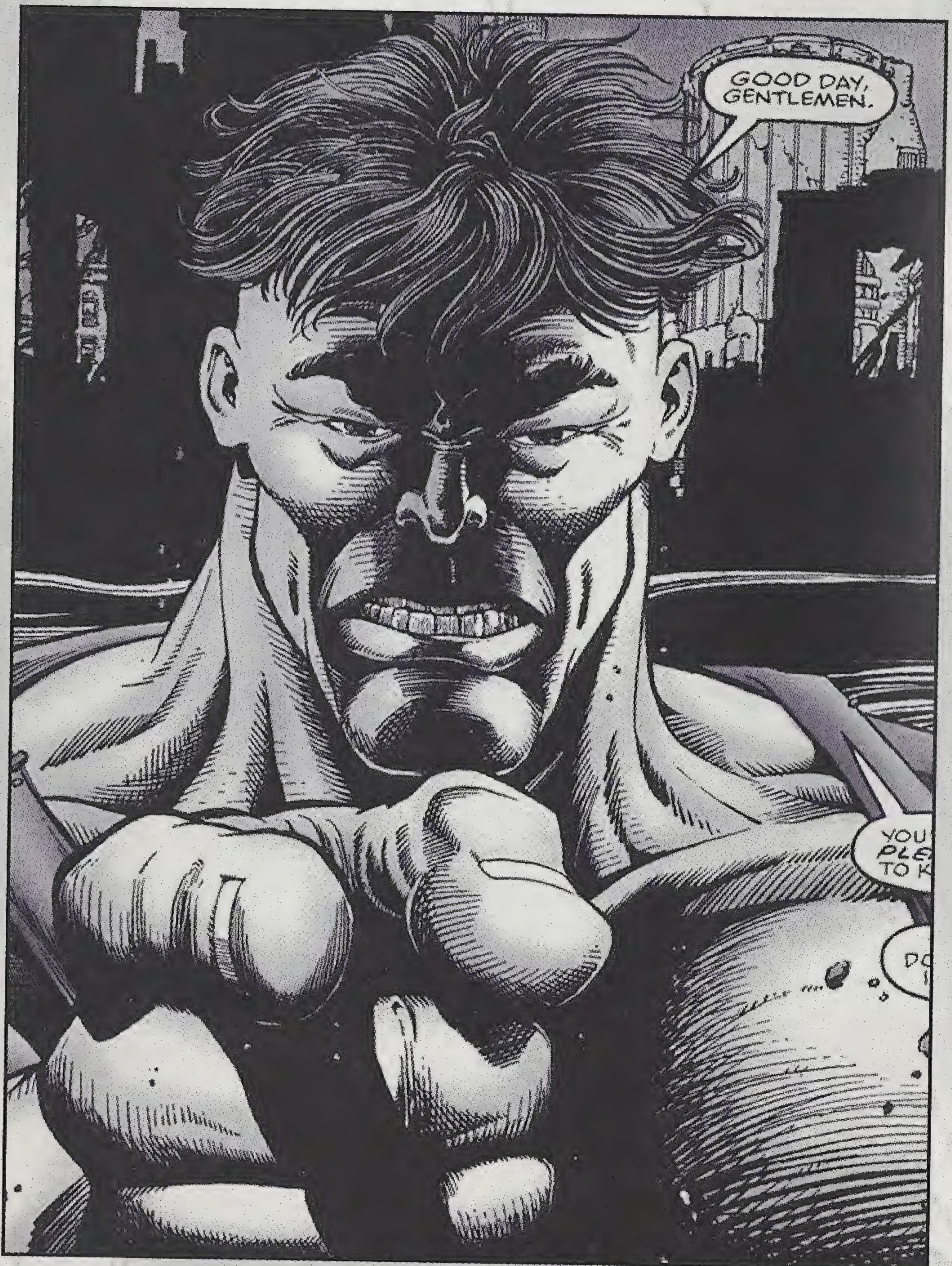


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**Martin Smith**

**Marvel Comics, The Incredible HULK, Dr. Robert Bruce Banner, Rick Jones, Atalanta, Ajax, Agamemnon, Hector, X-Ray, Vector, Piecemeal, Trauma, Lazarus, Paris, Ulysses, Ironclad, The Maestro, The Pantheon, The U-Foes, Vapor, Future Imperfect and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. © 1997 Marvel Characters, Inc. All Rights Reserved.**

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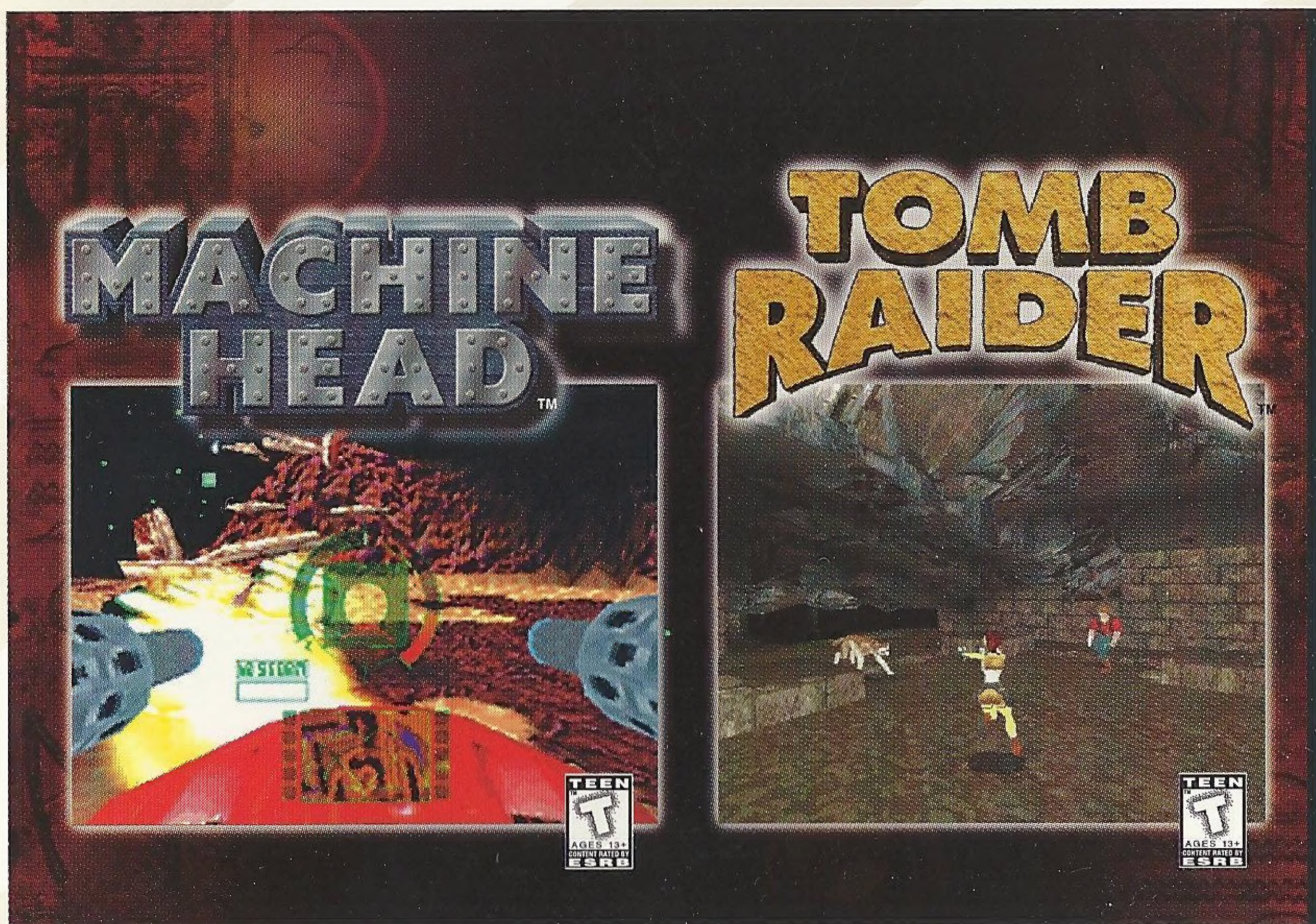
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